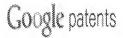
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> List view

Cover view

Online gaming cheating prevention system and method

US Pat. 7169050 - Filed Aug 28, 2002 - Matthew George Tyler

Accordingly, an end user of the online game server 103 can add a line to the

configuration file of the anti-cheat detection program 115 (eg, ...

Sort by relevance Sort by date (new first)

Client system, message exchanging method, and recording medium

Sort by date (old first) US Pat. 7130884 - Filed Mar 29, 2001 - Kabushi Kaisha Square Enix (also Trading as Square Enix Co., Ltd.)

14, a memory card 1401 stores authentication data opening mode, transmits the

Any status

... which have received the chat start acquainted through online games, ...

Issued patents

Architecture for manufacturing authenticatable gaming systems

Applications

US Pat. 7203835 - Filed Nov 13, 2001 - Microsoft Corporation One problem is that there are a number of hackers that constantly attempt to

cheat during online games to gain various gaming advantages. ...

Online gaming architecture

US Pat. 6152824 - Filed Mar 6, 1998 - Mpath Interactive, Inc.

REPLACEMENT MCP IS CHOSEN As a consequence of being authenticated with the ... Chat Game Connections (CGC) 555 and Playable 50 Game Connections (PGC) 556. ...

Method for registering user information to exchange message on network

US Pat 7058690 - Filed Mar 28, 2002 - Kabushiki Kaisha Square Enix The server group 102 has an **authentication** present invention. server group ... **Game** service: Provision of **on-line games** that are 30 user starts up on the ...

[APPLICATION] Message exchanging system and monitoring system

US Pat. 10187375 - Filed Jul 2, 2002 - SQUARE CO., LTD.

The content may also include an **online game** environment started via a communications ... The server group 102 includes an **authentication** server system 102a, ...

Management of player information in a multiplayer network game environment

US Pat. 7134961 - Filed Aug 27, 2002 - Kabushiki Kaisha Square Enix The **online game** providing system 1 includes a lobby server 2, an **authentication** server 25 3, a content server 4, a message server 5, a mail server 6, ...

Online-composite servicing method, recording medium recorded with programs ...

US Pat. 7018295 - Filed Jan 19, 2001 - Kabushiki Kaisha Square Enix The **chat** server DVD or a floppy disk. The **game** program 11A indicates an 6 also assists the communications between the displayed **online** dedicated **game** ...

[APPLICATION] Distributed video game system and method

US Pat. 10196339 - Filed Jul 16, 2002

The hub protocols are completely compatible with either <code>game</code> UI design method. [0061] <code>Authenticate</code> and register <code>chat</code> servers that connect to the <code>game</code> ...

[APPLICATION] Video game program and system, including control method and computer ...

US Pat. 9817338 - Filed Mar 27, 2001 - SQUARE CO., Ltd

3 is a schematic diagram showing a construction of the **online game** system ... [0048] The server group 102 contains: an **authentication** server group 111 for ...

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online game chat authentication

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